WHAT IS CLAIMED IS:

1. An apparatus for displaying an object image, comprising:

object image generating means for generating the object image by operating an object image generation program previously provided, according to instructions from a user;

selecting means for selecting arbitrary part of said generated object image, according to instructions from said user;

transition information generating means for generating transition information when said object image is selected; and

transition information storage means for storing said transition information, wherein

the object image arbitrarily selected by said user is recoverable at a future time according to the transition information stored in said transition information storage means and said object image generation program.

2. The object image display apparatus as claimed in claim 1, wherein

said object image generation program is stored in ROM, and

said transition information storage means is constructed of rewritable non-volatile memory.

3. The object image display apparatus as claimed in claim

2, wherein

said ROM and said rewritable non-volatile memory are accommodated in a body removable from a body of the object image display apparatus.

4. The object image display apparatus as claimed in claim 2, wherein

said ROM and said rewritable non-volatile memory are separately removable from a body of the object image display apparatus.

5. The object image display apparatus as claimed in claim 1, further comprising:

recovery means with a recovery program for recovering the object image arbitrarily selected by said user by operating said object image generation program using the transition information stored in said transition information storage means as an operational parameter.

6. The object image display apparatus as claimed in claim 1, wherein

said object image generating means generates the object image according to progress of a game which varies in response to instructions from the user.

7. The object image display apparatus as claimed in claim 1, wherein

said object image is a two-dimensional image.

8. The object image display apparatus as claimed in claim 1, wherein

said object image is a three-dimensional image.

9. The object image display apparatus as claimed in claim 7, wherein

said transition information includes coordinates and direction of an object and coordinates and direction of a viewpoint.

10. The object image display apparatus as claimed in claim 7, wherein

said transition information is game progress information in a game.

11. A system for printing an object image, comprising:

an object image processing apparatus for processing said object image; and

a printer for printing the object image processed by said object image processing apparatus,

said object image processing apparatus

generating said object image by operating an object image generation program previously provided, according to instructions from a user;

selecting arbitrary part of said generated object image, according to instructions from said user;

generating transition information of an object image representing said selected arbitrary part of the object image; and

recovering the object image arbitrarily selected by said user by operating said object image ~~processing~~ generation program using said transition information as an operational parameter, and

said printer printing said recovered object image.

12. A system for printing an object image, comprising:

an object image generator for generating an object image to be displayed and recovery data for the object image to be printed;

a recovery device for recovering the object image to be printed based on the recovery data supplied from said object image generator; and

printing means for printing the object image recovered by said recovery device,

said object image generator

generating the object image to be displayed by operating an object image generation program previously provided,

according to instructions from a user;

selecting arbitrary part of said generated object image, according to instructions from said user; and

generating transition information of an object image representing said selected arbitrary part of the object image as said recovery data,

said recovery device, with a program identical to said object image generation program stored therein, recovering the arbitrary object image selected by said user by operating the program identical to the object image generation program using said transition information as an operational parameter, and

a said printing means ~~printer~~ printing said recovered object image.

13. The object image print system as claimed in claim 11, further comprising:

display means for displaying a plurality of object images

a recovered by operating said object image generation ~~processing~~ program using said transition information as an operational parameter, as recovered object images; and

recovered image selection means for selecting an arbitrary recovered object image from the recovered object images displayed on said display means according to instructions by the user, wherein

said printer prints the selected recovered object image.

14. A method for printing an object image, comprising the steps of:

generating an object image by operating an object image generation program previously provided according to instructions from a user;

selecting arbitrary part of said generated object image according to instructions from said user;

generating transition information of an object image representing said selected arbitrary part of the object image;

recovering the object image arbitrarily selected by said user by operating said object image ~~processing~~ generation program using said transition information as an operational parameter; and

printing said recovered object image.

15. The object image print method as claimed in claim 14, wherein

a plurality of object images recovered by operating said object image ~~processing~~ generation program are displayed using said transition information as the operational parameter, as recovered object images;

an arbitrary recovered object image is selected from the recovered object images displayed on said display means, according to instructions by the user; and

said selected recovered object image is printed.

16. A recording medium with a computer program recorded thereon to control an object image generator for generating an object image,

said computer program causing said object image generator to execute the steps of:

generating an object image by operating an object image generation program previously provided, according to instructions from a user;

selecting arbitrary part of said generated object image, according to instructions from said user; and

generating transition information of an object image representing the arbitrary part of said selected object image, wherein

the object image arbitrarily selected by said user can be recovered at a future time according to the transition information stored in ~~said~~ a transition information storage means and said object image generation program.

17. The recording medium as claimed in claim 16, wherein said computer program further causes said object image generator to execute the steps of:

recovering the object image arbitrarily selected by said user by operating said object image ~~processing~~ generation program using the transition information as an operational parameter; and

printing out said recovered object image.

18. The recording medium as claimed in claim 16, wherein said computer program further causes said object image generator to execute the steps of:

displaying a plurality of object images recovered by operating said object image ~~processing~~ generation program using said transition information as an operational parameter, as recovered object images;

selecting an arbitrary recovered object image from the recovered object images displayed on said display means, according to instructions by the user; and

printing out said selected recovered object image.

19. The recording medium as claimed in claim 17, wherein said object image generator generates the object image according to progress of a game which varies in response to instructions from the user, based on said computer program.

20. An apparatus for displaying an object image, comprising:

object image generating means for generating the object image by operating an object image generation program previously provided, according to instructions from a user

selecting means for selecting arbitrary part of said generated object image according to instructions from the user;

transition information generating means for generating

transition information when said object image is selected; and

transition information storage means for storing said transition information, wherein

the object image arbitrarily selected by said user is recoverable after said object image generation program ends, according to the transition information stored in said transition information storage means and said object image generation program.